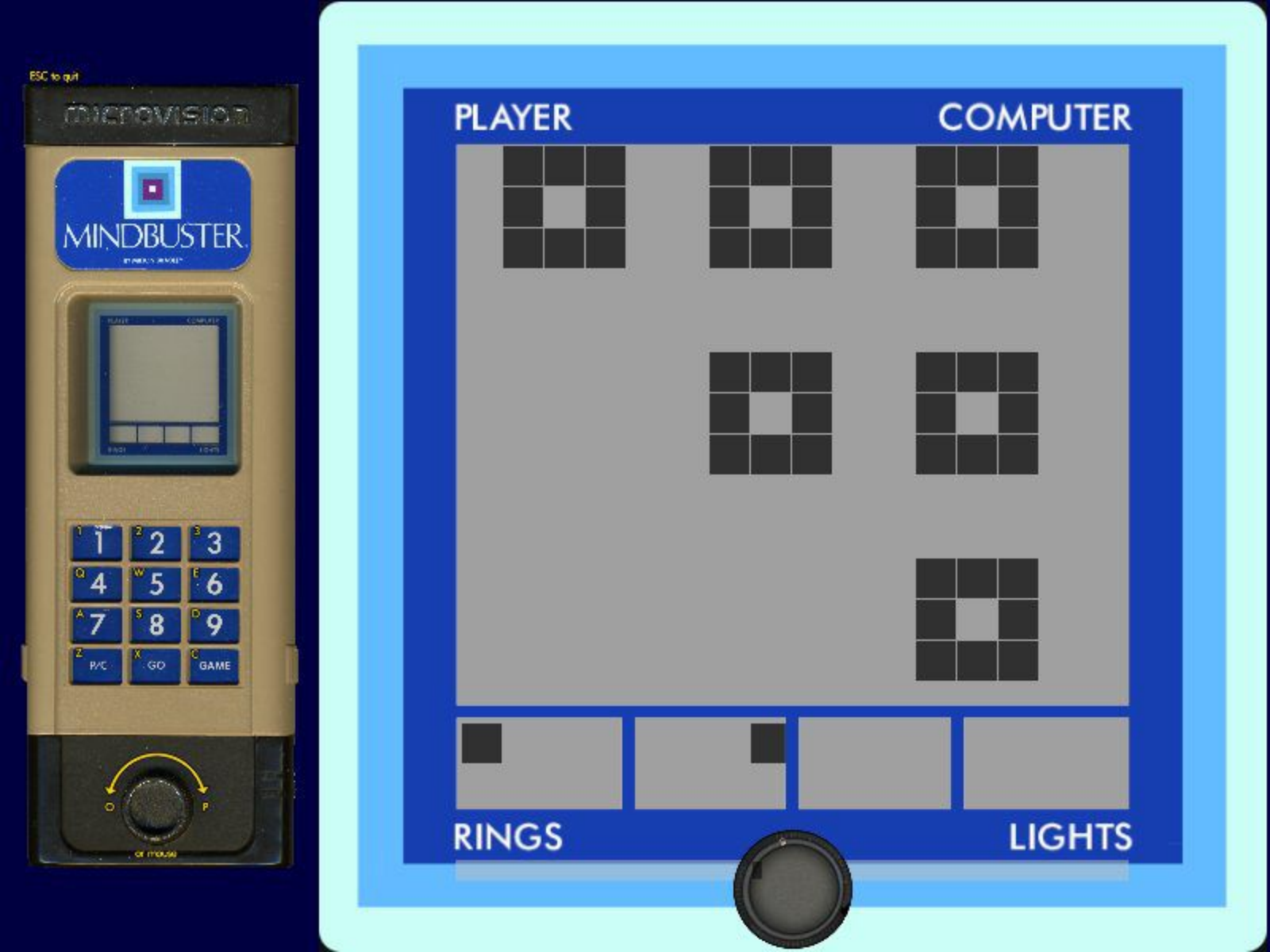

ESC to quit
MICROVISION
MINDBUSTER
1
2
3
4
5
6
7
8
9
P/C
GO
GAME
O
P
PLAYER
COMPUTER
RINGS
LIGHTS

90 DAY LIMITED WARRANTY ON MICROVISION GAME CARTRIDGE

The electronic game cartridge is warranted by Milton Bradley Company to the original purchaser for a period of 90 days from the original purchase date—under normal use and service against defective workmanship and materials.

This warranty is void if the electronic game cartridge has been damaged by accident or unreasonable use, neglect, misuse, abuse, improper service or other causes not arising out of defects in workmanship or materials.

Milton Bradley Company shall not be liable for loss of use of the electronic game cartridge or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

During the warranty period, the electronic game cartridge, if found to be defective due to workmanship or materials, will either be repaired or replaced with a reconditioned game cartridge of an equivalent quality (at Milton Bradley's option) without charge to the purchaser when returned, shipping prepaid to Milton Bradley Company with proof of purchase date to the address listed below. In the event that the electronic game cartridge is replaced, the replacement will be continued on the original warranty or for 30 days, whichever is longer.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

After the 90 day warranty period has elapsed, for a period of up to one year from the date of purchase, Milton Bradley will, at its option, repair or replace with a reconditioned game cartridge, when the game cartridge is returned with your check or money order in the amount of $5.00, shipped prepaid with proof of purchase date to the address listed below. Milton Bradley shall not be obligated to perform this service if the game cartridge has been abused, misused or sustained other damage not arising out of defects in workmanship or materials.

Important—Before returning the electronic console and game cartridge for repair, we recommend that you test your console with fresh, strong batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

MAILING INSTRUCTIONS PLEASE READ CAREFULLY

If your game does not work, return both the console and the cartridge. If you have several game cartridges, return the console and only the cartridges that do not work.

If the original packaging is available, repack the console and cartridge in end caps and box. If the original packaging is not available, wrap carefully, making sure to surround the console and cartridge with adequate padding. (Do not send the batteries with the console.) Mail to:

Milton Bradley Company
Attn: Electronic Quality Control
Building 104, Lincoln Street/Federal Square
Springfield, MA 01105

MINDBUSTER™

MICROVISION™

BY MILTON BRADLEY

MB ELECTRONICS MILTON BRADLEY®

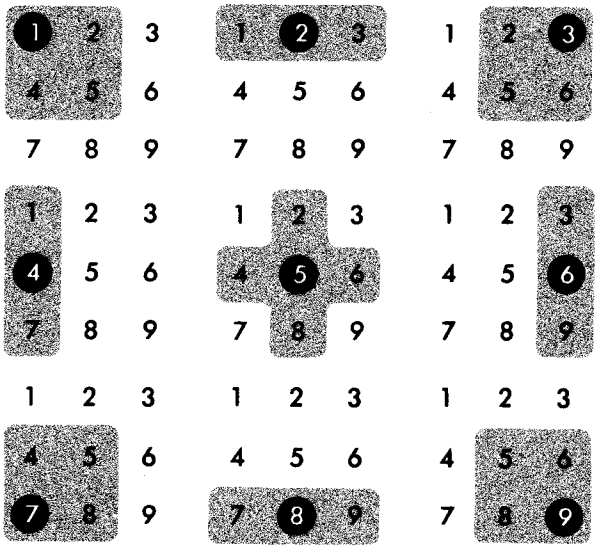
GAME BOOKLET

MINDBUSTER

Try to solve the puzzle with the fewest moves possible.

1. Slide ON/OFF switch up to ON. The option selection screen appears.
2. Press GAME to select *Rings* (lower left corner) or *Lights Out* (lower right corner).
3. If you want to set up your own puzzle, press P/C (player/computer) and enter the pattern of your choice on the numbered keys.
4. Press GO and the pattern will appear on the screen.
5. If you are playing *Rings*, try to surround the small black squares with large ones.
6. If you are playing *Lights Out*, try to eliminate all the squares and get a clear screen.
7. The computer keeps track of the moves you make.
8. Press the numbered keys to reverse the blocks on the screen. You should only press numbers which correspond to lit blocks on the screen. If you press a number which is not representative of a lit square, the computer adds 1 move to your total but there is no other reaction.
9. The computer places a block at the spot which marks the fewest number of moves possible to solve a puzzle when it sets up a puzzle. When your score reaches this block, you will hear a warning sound. The computer continues to add blocks to a total of 32. Try to use as few moves as possible to solve the puzzle.
10. When you press keys which represent lit squares, the lights affected by that square are reversed. If a square is lit, it will be turned off and if it is off, it will be turned on.

The following table shows which positions are affected by pressing certain keys:



11. When you have either surrounded the target blocks (*Rings*) or turned off all the lit squares (*Lights Out*), you'll be given a Win sound.
12. Press GO to return the game to the option screen to start a new game.
13. Anytime during a game, when you want to stop it, press GO and you will return to the option screen.

Remember to turn the power off when not playing the game.

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